

5 1. A method for a distributed audio server, the method comprising the computer-implemented steps of:

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        sending the graphic data to a display server on a
10  client machine specified by a display environment
    variable; and

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2. The method of claim 1 wherein the platform-independent application and the platform-independent audio server are implemented in the Java programming language.

3. The method of claim 1 wherein the display server is an X Windows display server.

25 4. A method for a distributed audio server, the method
comprising the computer-implemented steps of:

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    generating audio data in a platform-independent
application;
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in response to receiving the audio data at an audio
30 driver, determining whether an audio environment variable
or an audio command line parameter is defined; and

if an audio environment variable or an audio command line parameter is defined, sending the audio data to a

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platform-independent audio server on a client machine specified by the audio environment variable or by the audio command line parameter.

- 5 5. The method of claim 4 further comprising:
generating graphic data in the platform-independent application; and
sending the graphic data to a display server on the client machine specified by a display environment
10 variable.

6. The method of claim 4 wherein the platform-independent application and the platform-independent audio server are implemented in the
15 Java programming language.

7. The method of claim 4 wherein the display server is an X Windows display server.

- 20 8. The method of claim 7 wherein the graphic data and the audio data are synchronized.

9. A data processing system for a distributed audio server, the data processing system comprising:
25 first generating means for generating audio data in a platform-independent application;
determining means for determining, in response to receiving the audio data at an audio driver, whether an audio environment variable or an audio command line
30 parameter is defined; and
first sending means for sending, in response to a determination that an audio environment variable or an

10. The data processing system of claim 9 further comprising:

10 second sending means for sending the graphic data to
a display server on the client machine specified by a
display environment variable.

11. The data processing system of claim 9 wherein the
15 platform-independent application and the
platform-independent audio server are implemented in the
Java programming language.

12. The data processing system of claim 9 wherein the
20 display server is an X Windows display server.

13. The data processing system of claim 12 wherein the graphic data and the audio data are synchronized.

25 14. A computer program product on a computer-readable
medium for use in a data processing system for a
distributed audio server, the computer program product
comprising:

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        instructions for generating audio data and graphic
30  data in a platform-independent application;

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instructions for sending the graphic data to a display server on a client machine specified by a display

environment variable; and

15. The computer program product of claim 14 wherein the platform-independent application and the platform-independent audio server are implemented in the Java programming language.

16. The computer program product of claim 14 wherein the display server is an X Windows display server.